

# Nan Jiang

## Contact

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## Education

### M.S. Electrical Engineering

Intelligent Systems, Robotics and  
Control  
2016 – present  
UC San Diego

### B.S. Electrical Engineering

Electronic Circuits & Systems  
2012 – 2016  
UC San Diego  
Major GPA: 3.757 / 4.0  
Cum GPA: 3.656 / 4.0  
Cum Laude Honors  
Provost Honors

## Skills

### Circuit Design

- OrCad PSpice
- Cadence Tools
- Simulink
- Verilog
- Circuit Test in Laboratory

### Computer Software

- MATLAB
- Python
- C++
- OpenCV
- OpenGL
- Unity3D
- Blender
- Vuforia(AR)

## Research

### April 2016 - present, Video Processing Lab, UCSD (C++/Python/OpenCV/Blender)

- Researched on Hand Pose Detection based on Convolutional Neural Network.
- Researched on Hand Segmentation with Multiple Background and Various Hand Gestures.

### Aug 2016 - Feb 2016, Institute of Automation, Chinese Academy of Sciences

#### (MATLAB, SVM)

- Served as the team leader in the project of License Plate Number Recognition.
- Located the car plate from various background and implemented character recognition using template matching and SVM

## Selected Projects

### Transimpedance Amplifier Design (OrCAD)

Given the architecture of the circuit, design the size of all MOSFETS and resistors to meet the requirements of small signal gain, bandwidth range, common-mode output range and power consumption minimization.

### Registered 4-operand and 8-bit unsigned Adder (Verilog, Design Compiler, Cadence)

The design consisted of Carry-Lookahead adders and was optimized for fast performance without making significant trade-off with power consumption or layout area.

### Pattern Recognizing Image Processing Sponsor: Image Informatics LLC (Alumni) (MATLAB, Non-linear least squares)

Applied an algorithm to Medical Imaging Informatics, which could find periods, orientation and location of repeating elements.

### Rubik's Cube AR Solving Assistant [Master thesis] (Python, OpenCV, Unity3D, Vuforia)

This project is designed as an assistant for players to solve the Rubik's cube in a 3D AR environment. Player can see the instructions rendered on their cube at real time such as which side and which direction to turn.